

Victory Games

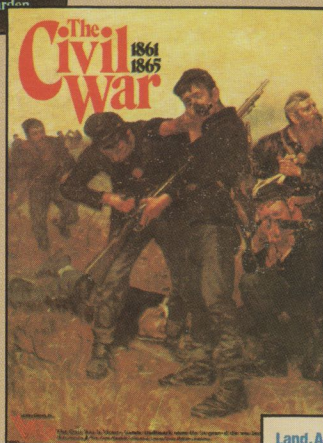
SPRING 1984

Military Simulation Games Catalog

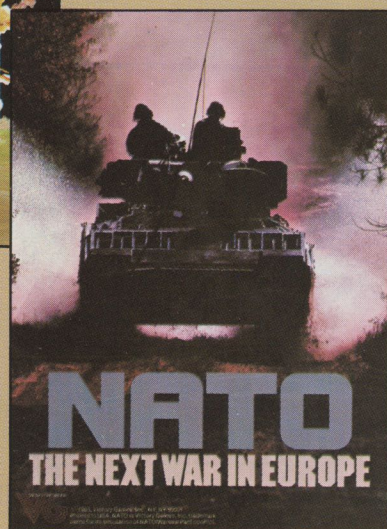
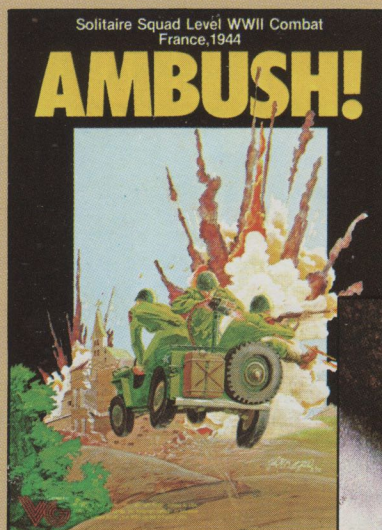
#30002
HELL'S HIGHWAY
Sugg. Ret. \$20.00. Packed 6.
The most elegant operational level simulation ever published dealing with the ill-fated Operation Market-Garden.



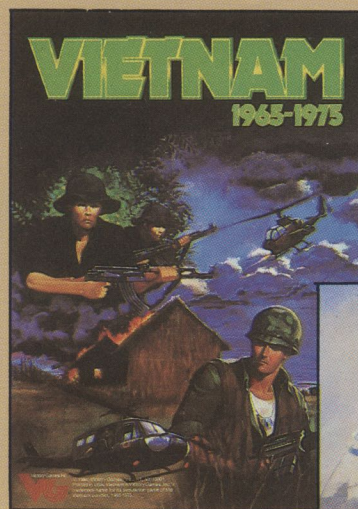
#30003
THE CIVIL WAR
Sugg. Ret. \$18.00. Packed 6.
Critically acclaimed and hot-selling, a strategic level simulation that covers the entire war in every theater.



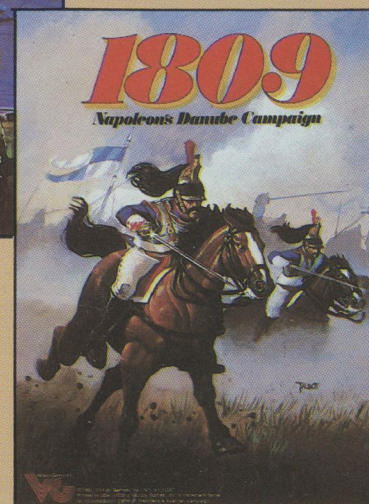
#30001
AMBUSH!
Sugg. Ret. \$24.00. Packed 6.
The unique solitaire game of small unit tactics during World War II. Soon to be supported with additional missions!



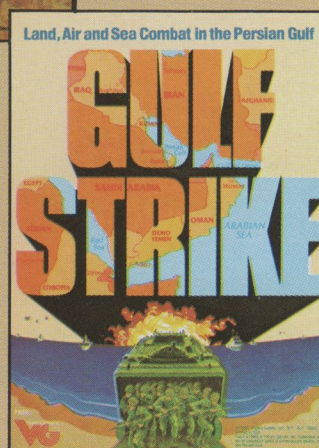
#30004
NATO
Sugg. Ret. \$15.00. Packed 6.
The next war in Europe, pitting NATO against the Warsaw Pact in a sophisticated, easy to learn simulation game system.



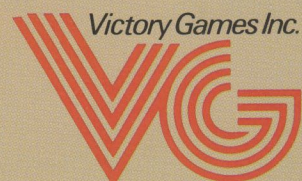
#30005
VIETNAM
Sugg. Ret. \$20.00. Packed 6.
A detailed, multi-scenario treatment of the conflict from 1965 on, emphasizing operations and political control.



#30006
1809
Sugg. Ret. \$18.00. Packed 6.
A colorful, leadership-oriented operational level simulation of Napoleon's Austrian campaign, from Ratisbon through Wagram.



#30000
GULF STRIKE
Sugg. Ret. \$30.00. Packed 6.
An intensive simulation that deals comprehensively with land, air, and naval combat in the Persian Gulf region.



43 West 33rd Street
New York, NY 10001



The Civil War

RE Lee
★★★²
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Forrest
★★★²
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Alabama
★★★

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Far and away, the best game of its kind and certainly the best simulation on the American Civil War available . . . Great. Grab it. Richard Berg, S&T 93. In sum, this game is endlessly interesting and fun to play, a wonderfully creative design well carried through. Jon Southard, Wargamer 26. If you have even the slightest interest in the Civil War period, then you should buy this game. Allen King and Paul Trandel, Fire & Movement 37.

Components: Rules booklet, two 22"×32" mapsheets, 520 counters, two identical player-aid cards, four 6-sided dice, counter storage tray. **Complexity:** High. **Solitaire Suitability:** High. **Time Scale:** Five turns per year. **Map Scale:** Twenty-five miles per hex. **Playing Time:** From 2 hours for a short scenario to 20 hours for a long scenario.

Hell's Highway

This is a fine game, worthy of a second look by gamers. John Burt, Wargamer 26. Highway is a complex game, but the folks at Victory really worked to keep the complications on the playing map and out of the rules book . . . Butterfield took one of the best balanced World War II battles and gave us a solid, balanced game. The Journal of 20th Century Wargaming XII.

Components: Rules booklet, two 20"×28" full-color mapsheets with extensive displays, 520 die-cut counters, two identical player-aid cards, one six-sided die, counter storage tray. **Complexity:** High. **Solitaire Suitability:** Medium. **Time Scale:** Three turns per day. **Map Scale:** 1300 meters per hex. **Players:** Two (also highly recommended for team play). **Playing Time:** From 5 hours for a short scenario to 25 hours for a complete campaign.

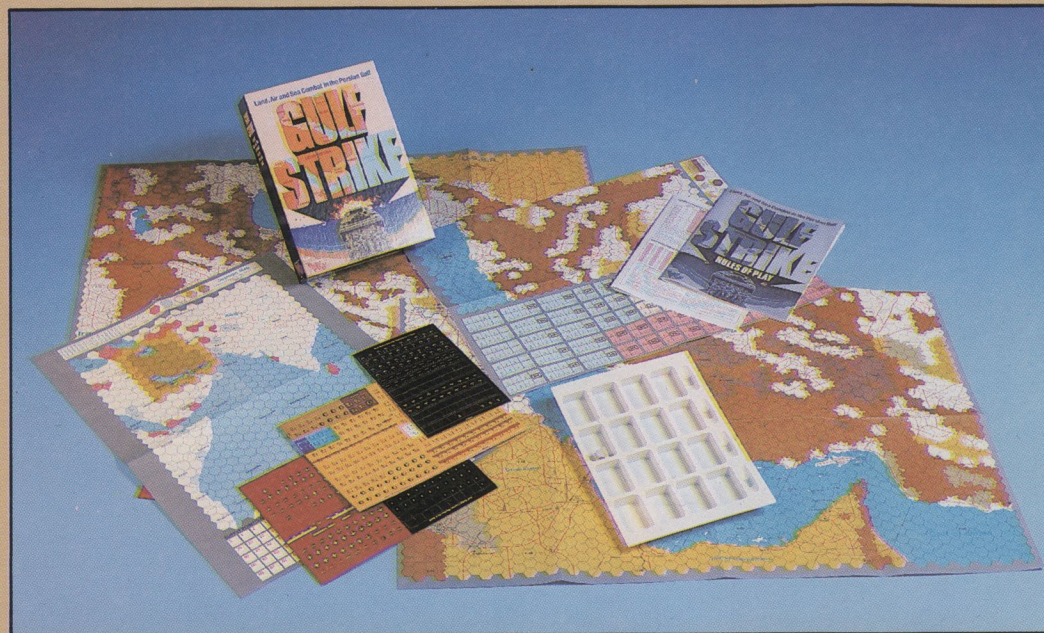
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Gulf Strike

In summary, this is a game to be recommended to those gamers favoring higher complexity games with an interest in modern era combat. The production values are quite high, and an excellent visual product is the result. John Alsen, Wargamer 26.

Components: Rules booklet, three 22"×32" mapsheets, 910 die-cut playing pieces, one decimal die, counter storage tray. **Complexity:** Very high. **Solitaire Suitability:** Medium. **Time Scale:** Two days per turn. **Map Scale:** Twenty-eight kilometers per operational hex, and 280 kilometers per strategic hex. **Players:** Two (also highly recommended for team play). **Playing Time:** From 2 hours for a short scenario, to 45 hours for a long scenario.

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Ambush!

Solitaire Wargaming
with Guts!

New Missions!

Ambush! is rapidly becoming a wargaming phenomenon . . . and to meet the demand for further products, Victory Games will publish a new mission package in 1984.



Ambush! is a game intended for those, dare I say it, mature players who relish a clash with the unknown and a tough fight. John D. Burtt, Wargamer 26. The game, as you may have guessed by now, is terrific . . . There's a vivid sense of reality at work in this game . . . more, I expect, than even the game designers planned to add . . . A tour de force, Ambush! is the best solitaire war game yet! Mathew Costello, Gameplay, October 1983. The most detailed solitaire game ever devised, Ambush! is a thrilling re-creation of World War II ground combat in Europe. Games, November 1983.

Components: Rules booklet, paragraph booklet, two 16"×22" mapsheets, 218 playing pieces, 82 Character/Vehicle cards, 19 mission cartridges, one cartridge view sleeve, one squad record pad, one player-aid card, two decimal dice, counter storage tray. **Complexity:** Medium. **Solitaire Suitability:** Very high. **Time Scale:** Simultaneous, relative time. **Map Scale:** Ten yards per hex. **Unit Scale:** Individual soldiers and vehicles. **Players:** One. **Playing Time:** From 3 to 4 hours per mission.

NATO

Designed to be played in one sitting, *NATO* combines ease of play with a sophisticated integrated system of unit differentiation, command and supply structure, air power, force projection, chemical warfare, tactical nuclear warfare, and dozens of other aspects characteristic of the next war in Europe. The reviews (soon to be published) are enthusiastic, and the game is an exciting dramatic experience in contemporary gaming.

Components: Rules booklet, one 22"×32" full-color mapsheet, 390 die-cut playing pieces, two different display cards, one 6-sided die, counter storage tray. **Complexity:** Medium. **Solitaire Suitability:** High. **Time Scale:** Two days per turn. **Map Scale:** Fifteen miles per hex. **Unit Scale:** Division, regiment/brigade. **Players:** Two (also recommended for team play). **Playing Time:** From 3 hours for a short scenario to 6 hours for a long scenario.

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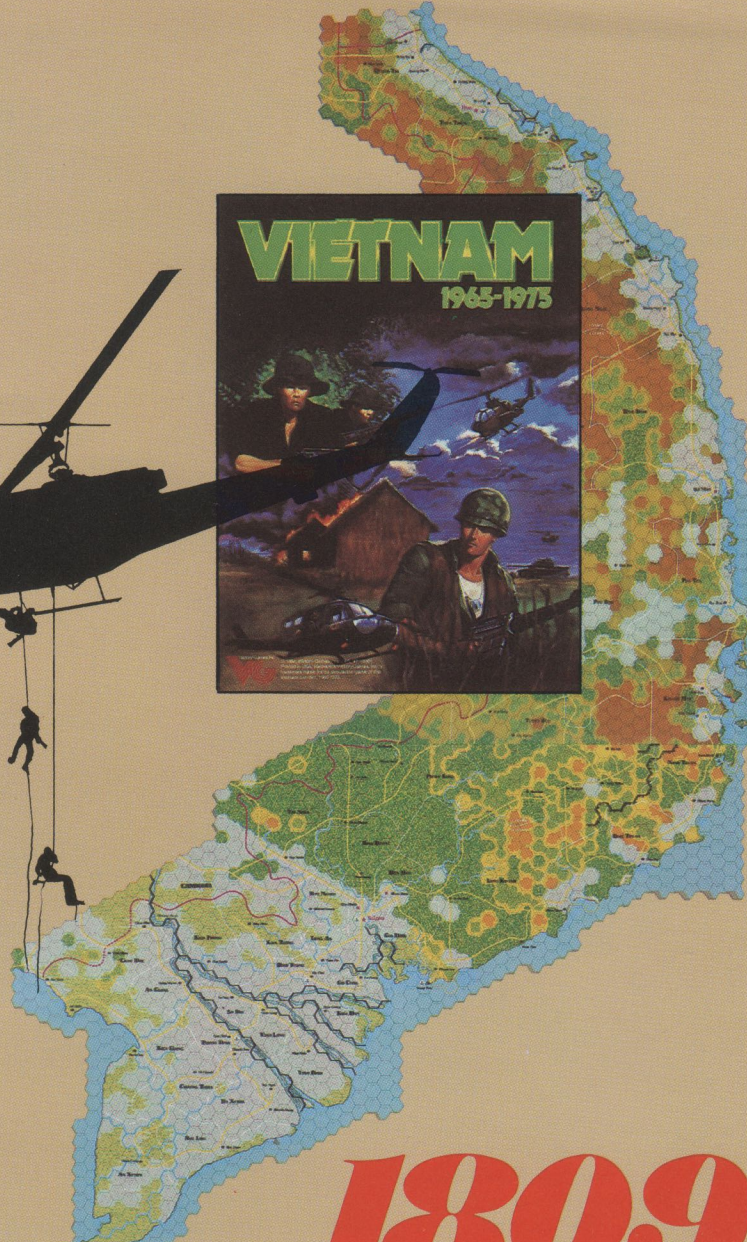
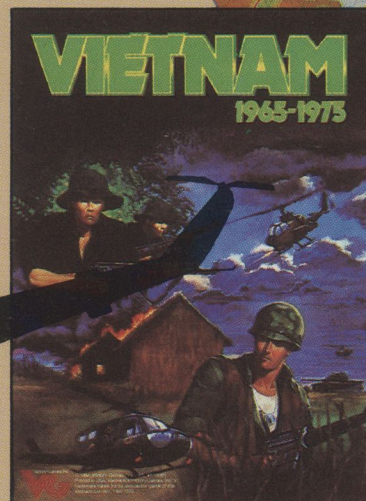
VIETNAM

New from Victory Games for Spring 1984!

This comprehensive multi-scenario simulation covers the conflict in all its aspects from 1965 on, with particular emphasis on operations and political control throughout the provinces. This innovative, highly detailed system features a range of scenarios that can be played in as little as three hours or for days on end. The use of battalion level units, airmobile operations, air strikes, naval gunfire, Viet Cong hidden movement, and free fire zones all contribute to the game's accurate portrayal of the years of bitter struggle.

Components: Rules booklet, two 22"×32" full-color mapsheets depicting all of South Vietnam and adjoining areas of Laos and Cambodia, 780 die-cut cardboard playing pieces representing all major belligerents, one six-sided die, and plastic counter storage tray.

Complexity: Very high. **Solitaire Suitability:** Medium. **Time Scale:** Two turns per Season. **Map Scale:** Six miles per hex. **Unit Scale:** Division/regiment/battalion. **Players:** Two. **Playing Time:** From 6 hours for a short scenario, to a hundred or more hours for an entire campaign.



1809

Napoleon's Danube Campaign

An exciting subject, a sophisticated design, and an exceptionally easy to learn set of rules — 1809 is a masterpiece of Napoleonic gaming. Trace the entire campaign, from Ratisbon to Wagram, or enjoy the challenge of the Essling and Wagram battle scenarios. The game includes extensive rules for leadership, command, bridging, march, and combat, as well as optional rules for hidden deployment, combat effectiveness, and fatigue.

Components: Rules booklet, two 22"×32" and one 22"×16" full-color mapsheets, two organization displays, 260 die-cut cardboard playing pieces representing leaders and combat units, one six-sided die, and plastic storage tray.

Complexity: Medium. **Solitaire Suitability:** High. **Time Scale:** Two days per turn. **Map Scale:** Three miles per hex. **Unit Scale:** Division/brigade. **Players:** Two. **Playing Time:** From 3 hours for a short scenario, to 20 or more hours for an entire campaign.

